



The Aztec Death Whistle is a deeply sampled folk wind instrument that captures the dark soul of the ancient Aztec death whistle, a ceremonial clay resonator used during human sacrifice rituals and warfare at the height of the Aztec (historically also known as the Mexica) empire in Central America, during the 14 and 15th centuries AD in what has now become modern day Mexico.

This whistle—technically grouped into the same family of whistles as bird and animal call whistles— is made of kiln-fired clay. It has two chambers which create air cavities that are resonated by blowing into the top of the skull. It produces a harsh, raspy atonal vocal sound very much like a dying breath, but with a shrill demonic essence that is certain to evoke dread on an almost instinctive level. It is the sound of death incarnate.

We recorded sustains, flutter-tongues, staccatos, hand percussion in our dry studio with deep dynamic layering and 12x round-robin. You'll also find single-shot dramatic stinger effects, such as swells, crescendos and diminuendos. We then recorded the instrument in a large cathedral from both close and far stereo mic positions to bring out a darker, more mysterious and ambient quality. We also created a wide variety of dark, ethereal and sinister sound designed ambiences, synth patches and FX presets created with the raw acoustic source to give you plenty of nightmare fuel to get your horror on. They make an ideal accompaniment to the main natural articulations in this library.

Aztec Death Whistle comes equipped with flexible control features, like attack, release, transient offset, dynamic swelling, octave, vibrato and a robust Arpeggiator system that provides a full range of custom dynamic arpeggiation modes and step sequencer pattern creation options. There's also a complete DSP effects rack, including convolution reverb with dozens of unique spaces, such as cathedrals, churches, halls, bunkers, garages, tunnels, chambers, rooms and plenty of special FX impulses to fully explore and endless variety of strange and unexpected sonic manipulations.



SOUNDIRON

AZTEC DEATH WHISTLE

Version
1.0

- 14 powerful open-format Kontakt .nki instrument presets
- 723 Samples
- 1.4 GB Installed
- 24-bit, 48 kHz Stereo PCM Wav Format
- 37 Bonus Pads, Leads and Atmospheres
- 7 Custom Designed Effect Presets
- Convolution reverb with a variety of different room, hall and special effect acoustic environments.

Note: The full version of **Kontakt 5.5** or later is required for all instrument presets in this library. The free Kontakt “Player” and Libraries rack do not support this library. Windows 7 (or later) or OSX 10.8 (or later) is required.

CREDITS

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Format

All of the sample content is included as standard open PCM wav files to allow you easy access to manipulate, reprogram and customize the sounds however you wish.

If you wish to use the optional Kontakt “nki” instrument presets, you’ll need to own the full retail version of Native Instruments **Kontakt 5.5 or later**. Please be aware that the free Kontakt “Player” is not a full retail version of Kontakt and does not support this type of library.

Please read all instrument specs and software requirements before purchasing this or any other Soundiron products to see the full list of software requirements, features and format compatibility for each library. **You must have at least Windows version 7 or later, or Apple OSX 10.8 or later.**

Fidelity

This library was recorded in a number of different indoor and outdoor environments, out in the elements and often in uncontrolled conditions.

You may hear ambient noises, such as wind, wildlife, creaks, thuds, cracks and room tone in the background in some samples, depending on the recording location and subject matter being recorded. Our goal is to preserve and accentuate the natural human qualities in our instruments without overly sterilizing the recordings.

System Requirements

Please be aware that many instrument and multi-instrument programs in this library are extremely ram/cpu and hard disk-streaming resource intensive. We highly recommend

that you have a 64-bit operating system (Windows or OSX) with *at least* 4GB of system ram, a multi-core cpu and a 7200 rpm SATA or SSD hard disk before purchasing this particular Soundiron library. Large sample sets like those found in this library may load slowly and may cause system instability on some machines.

Installation

Download the ZIP or RAR archive file and extract it to the local hard drive location that you wish the library to be installed on your machine.

The Soundiron Aztec Death Whistle folder is the library’s self-contained program directory. Once it has been extracted from the ZIP or RAR file, it is ready to be used in Kontakt.

Kontakt Preset Loading

Once installation is complete, you can browse and load the included .nki presets using the Files, Quick Load or Database tabs in the Kontakt Browser, or through the main File load/save menu. Launch Kontakt as a virtual instrument plugin inside your host sequencer or in stand-alone mode.

Please allow any current preset to finish loading completely before attempting to load another one. Some large presets may require longer to load.

You can’t use the Libraries view to load standard open-format Kontakt Instruments like this library. Only locked “Powered-By-Kontakt” Libraries are visible to that propriety browser view.

The “Add-Library” function does not support this product or any other open-format Kontakt library. This library doesn’t require any additional activation or unlocking process.



KONTAKT INTERFACE

The Kontakt presets contain a variety of customizable control settings. To view the playable key range of the currently loaded set of samples, click Kontakt's keyboard display button at the top of the main Kontakt program window. The playable range is colored Blue on the keyboard. Key-switches are colored red. To assign any knob, button or menu to a midi CC, right-click on the knob or on the menu's label and select "Learn MIDI CC# Automation". Then move your desired midi controller to assign it. *Note that the 6 main front panel pull-out knob controls use inverted MIDI values. This means new soft-assignments of any CC's will be inverted by default. To change this, click on the Auto tab in Kontakt's browse menu, click on Midi Automation, click on the newly soft-assigned MIDI CC and change the **From%** (located in the bottom left corner) from 0 to 100 and change the **To%** from 100 to 0.



Swell - (CC73 & Soft-Assigned to CC7)

This knob controls dynamics, allowing you to smoothly crescendo and decrescendo your note intensity.

Attack - (CC 74)

This controls the attack envelope, for transient control.

Offset - (CC78)

This offsets the playback start position, allowing you to cut into the sound. Trying using it with various Attack settings.

Release - (CC76)

This controls the release fade time. Low settings shorten the note. High settings let notes sustain longer. For Sustains, this controls only the release time of the release sample without affecting the sustaining note.

Vibrato - (CC71)

This adjusts the amount of Vibrato effect.

Filter - (CC72)

This knob controls a resonant lowpass filter. Turning this down darkens and dulls the sound.

SOUND Menu

This menu lets you select from the available kits or sounds included in each preset. When a kit or sound set is selected from the menu, you can see the active sample trigger keys displayed in **Blue** in Kontakt's internal keyboard display window. You can change the currently selected kit or sound bank by using the **Red** key-switches, located at the very bottom of the midi key range.

KEY-SWITCHES Menu

This lets you move the menu selection key-switches to a different location on your keyboard. Press the SET button and then play a midi note to move the bottom key-switch to that location. The other switches will move with it.

The colored keys are visible while Kontakt's keyboard window is open or when using Native Instruments' Komplete Kontrol "Light Guide" enabled keyboards. You can also use midi or host automation assignments to automate menu item selection in real-time, by right-clicking the "Sound" label or dragging a host automation ID onto it from the "Auto" browser window on the left side of Kontakt.



ARPEGGIATOR

The Kontakt presets include a dynamic arpeggiation system with a number of different playback options.

ARP Direction Selector Menu

This menu turns on the Arpeggiator and selects the pattern you want the Arpeggiator to cycle through. When a pattern is selected, the instrument will cycle through all notes that are held down according to the chosen pattern. This menu can be assigned to midi CC automation by right-clicking on the menu's label.

- **Off** - Turns off arpeggiation completely.
- **Up** - Cycles up through the notes, from lowest to highest.
- **Down** - Cycles down from highest to lowest.
- **Up-Down** - Cycles up and down, from lowest to highest and back down again.
- **Down-Up** - Cycles down and up, from highest to lowest and back up again.
- **EZ-Roll** - Repeats all held notes together simultaneously.
- **Random** - Randomizes note selection between any currently held notes.
- **As-Played** - Plays through the notes in the order they were originally played.



Note Length Selector Menu

This menu sets the duration of each arpeggiated note. Each new note in the arpeggiation will begin after the previous one ends, so smaller note lengths equal faster arpeggiations. This menu can be assigned to midi CC automation by right-clicking on the menu's label.

- Quarter Note
- Triplet
- 8th Note
- 8th Note Triplet
- 16th Note
- 16th Note Triplet



Velocity Graph On/Off Button

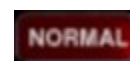
Pressing this button will enable the Velocity Step Sequencer and display the Sequencer window on the left side of the GUI. When turned on, the velocity/volume of each arpeggiated note will follow the step sequence drawn on the graph. When turned off, arpeggiated notes will use your originally played velocities.



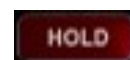
Mode

This knob controls the Arpeggiator mode. Choosing **Off** disables the Arp system entirely.

- **Normal** sets it to run the arpeggiation only while a note is being held down, cycling through all held notes.
- **Hold** this mode will continuously sustain the arpeggiation pattern until a new key or chord is played, at which point the arpeggiation will switch to the new notes you've pressed.
- **Hold +-** this mode will continuously sustain the arpeggiation, with the ability to add and remove notes from the pattern. To add a note, play any key. To remove that note from the pattern, simply press that same note again.



Normal



Hold

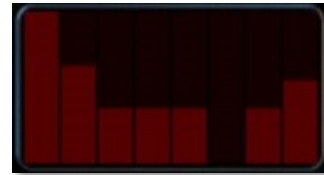


Hold + -



Step Sequencer Table

Use this graph to draw midi note velocities for the arpeggiation being played. Each note played will advance the step sequencer by one and it will loop back around when it reaches the end. Use the Number field to the left of it to add or subtract the number of steps.



Velocity Graph

Number Of Steps

Use the Up or Down arrow buttons or type in the number of steps you want the Step Sequencer Table to cycle through.

Save Table Sequence

Save your custom sequences as nkp presets by pressing this disk icon button. Then use the browser window to select the location you wish to save your preset to. We recommend using the "Data" folder.

Load Table Sequence

Load your previously saved custom step sequences (nkp presets) by pressing this folder icon button. Then use the browser window to locate your previously saved presets.

Number Of Steps



Save

Load

Swing

This knob sets the amount of swing in the arpeggiation.

Random

This knobs allows a variable amount of timing randomization between arpeggiation steps to allow a more humanized feel.

Duration

This knobs sets the length of time each arpeggiated note will be held down in relation to the time division.



KEY-SWITCHES



You can change the Sound menu selection by using midi key-switches. Simply play the lowest midi keys to switch between different Sound menu items. One key is assigned to each menu item. Open Kontakt's keyboard display window to see the active key-range of each Sound menu item (**BLUE keys**) and the Sound menu item selection key-switches (**RED keys**).

You can change the midi key range starting note location of the key-switches by pressing the SET button and then playing a midi note, or by typing in a new bottom midi note name or number in the key-switch note range box.

To open the keyboard window, press the "Keyb" button in the main Kontakt header bar.



KONTAKT INSTRUMENT PRESETS



Aztec Death Whistle - 1 - Dry.nki

This preset includes all of the individual multi-sampled articulations recorded in our dry studio. There are solid and flutter-tongue rolled sustains and staccatos, as well as hand percussion played on the whistle and single-shot dramatic effect stingers. For the sustains and staccatos, you can choose Velocity or assignable midi CC to control dynamic sample layering. Use the menu or key-switches from C-2—D#-1 to switch between articulations.



Aztec Death Whistle - 2 - Hall Close.nki

This preset includes all of the individual multi-sampled articulations recorded from the close mic position in a large cathedral. There are solid and flutter-tongue rolled sustains, short staccatos and hand percussion played on the whistle. For the sustains and staccatos, you can choose Velocity or assignable midi CC to control dynamic sample layering. Use the menu or key-switches from C-2—A#-2 to switch between articulations.



Aztec Death Whistle - 3 - Hall Far.nki

This preset includes all of the individual multi-sampled articulations recorded from the far mic position in a large cathedral. There are solid and flutter-tongue rolled sustains, short staccatos and hand percussion played on the whistle. For the sustains and staccatos, you can choose Velocity or assignable midi CC to control dynamic sample layering. Use the menu or key-switches from C-2—A#-2 to switch between articulations.



KONTAKT INSTRUMENT PRESETS



Aztec Death Whistle - 4 - Mic Mixer.nki

This preset includes all of the individual multi-sampled articulations recorded in all 3 mic positions (Dry, Hall Close and Hall Far), with smooth mix blending between them on the Distance knob (CC72). There are solid and flutter-tongue rolled sustains, short staccatos and hand percussion played on the whistle. For the sustains and staccatos, you can choose Velocity or assignable midi CC to control dynamic sample layering. Use the menu or key-switches from C-2—A#-2 to switch between articulations.



Aztec Death Whistle - 5 - Mic Ensemble.nki

This preset includes all of the individual multi-sampled articulations recorded in all 3 mic positions (Dry, Hall Close and Hall Far), mapped separately on the keyboard. The Dry single-shot FX are mapped from C0—F2. Dry sustains/Staccatos go from F#2—C#3. Dry hand percussion goes from D3—C#4. Hall Close Sustains/Staccatos go from D4—G4. Hall Close hand percussion goes from G#4—D#5. Hall Far Sustains/Staccatos go from E5—A5 and Hall Far Percussion goes from A#5—F6.



Aztec Death Whistle - 6 - Amb - Azteth Olmec.nki

17 strange, ambient and atmospheric sustaining leads for underscoring, sound design and tonal synth sounds, pitched chromatically over the whole tuned range to allow melodic playing. Azteth 1—12 are harsh, raspy pads and tones. Olmec 1—5 are undulating and quasi-rhythmic cascades of glitchified evil. The final menu item allows you to combine them together non-chromatically.

Use key-switches from C-2 — F-1 to switch between them.



KONTAKT INSTRUMENT PRESETS



Aztec Death Whistle - 7 - Amb - Dethrain.nki

20 strange, ambient and atmospheric sustaining leads for underscoring, sound design and tonal synth sounds, pitched chromatically over the whole tuned range to allow melodic playing. The final menu item allows you to combine them together non-chromatically. Use key-switches from C-2 — F-1 to switch between them.



Aztec Death Whistle - FX - CKlok.nki

This custom preset uses the built-in DSP effects rack and custom engine and group settings to create a unique alternate flavor. This provides a harder, punchier sound for the hand percussion articulations, but you can change the menu selection to try the effect on different articulations.



Aztec Death Whistle - FX - Cycle.nki

This custom preset uses the built-in DSP effects rack and custom engine and group settings to create a unique alternate flavor. This provides a distant, cold sustained arpeggiating cycle of staccatos, but you can change the menu selection to try the effect on different articulations.



KONTAKT INSTRUMENT PRESETS



Aztec Death Whistle - FX - Glass Rain.nki

This custom preset uses the built-in DSP effects rack and custom engine and group settings to create a unique alternate flavor. It provides a crisp, glassy shimmering percussion sound that undulates off into the distance, but you can change the menu selection to try the effect on different articulations.



Aztec Death Whistle - FX - Huffersynth.nki

This custom preset uses the built-in DSP effects rack and custom engine and group settings to create a unique alternate flavor. This provides a harsh rapidly oscillating stuttered sustain, but you can change the menu selection to try the effect on different articulations.



Aztec Death Whistle - FX - Metal Riiiip.nki

This custom preset uses the built-in DSP effects rack and custom engine and group settings to create a unique alternate flavor. This provides a nasty, piercing metallic shredding tone great for making dramatic horror stingers, but you can change the menu selection to try the effect on different articulations.



KONTAKT INSTRUMENT PRESETS



Aztec Death Whistle - FX - Motionless.nki

This custom preset uses the built-in DSP effects rack and custom engine and group settings to create a unique alternate flavor. This provides a fluid, icy and breathy atmospheric effect that slowly fades away, but you can change the menu selection to try the effect on different articulations.



Aztec Death Whistle - FX - Tell Tale Heart.nki

This custom preset uses the built-in DSP effects rack and custom engine and group settings to create a unique alternate flavor. This provides a muffled, desperate heart beat especially audible between C1 and C2, but you can change the menu selection to try the effect on different articulations.



DSP EFFECTS RACK

The FX Rack tab contains our advanced, flexible FX Rack that integrates many of Kontakt's built-in effects. The following section describes all of the available effects. The FX Rack is accessible in all presets by clicking on the UI tab at the bottom of the instrument labeled "FX Rack."



EFFECT TYPES & CONTROLS

MOD MULTI-FX

The Mod FX module features Chorus, Flanger and Phaser.

Power Button - Toggles the effect on and off.

Drop-down - Use this drop-down menu to select the active effect.

Rate - This knob controls the Rate of the selected effect.

Feedback - This knob (not available in Chorus mode) control the amount of feedback for the active effect.

Phase - This knob controls the Phase of the active effect.



Depth - This knob controls the depth (intensity) of the selected effect.

Mix - This knob controls the amount of wet and dry output of the effect. Values left-of-center reduce the wet level, while values right-of-center keep wet levels the same but

STEREO MODELER

The ((STEREO)) FX module is a stereo modeler.

Power Button - Toggles the effect on and off.

Spread - This knob controls the width of the stereo field. Negative values close it until at full counter-clockwise, the signal becomes mono. Positive values push the stereo spread outward.

Pan - This knob controls the panning of the stereo field.



DRIVE (DISTORTION)

The Drive FX module features a variety of distortion types: Distortion, Screamer, Tape Saturator and De-Rez effect (Lo-Fi).

Power Button - Toggles the effect on and off.

Drop-down - Use this drop-down menu to select the active distortion effect.

Drive - This knob controls the amount of the distortion effect.

Volume - This knob controls the output level of the distortion effect.



Degrade - This knob (only available in De-Rez mode) controls the amount of bit crushing and sample rate reduction that the Lo-Fi effect applies.

LoWS - This knob (when available) controls the level of low (bass) frequencies.

HIGHS - This knob (when available) controls the level of high (treble) frequencies.

Tone - This knob (only in Screamer mode) controls the tone level of the Screamer effect.

AMP SIMULATOR

The Amp FX module is a configurable amp simulation effect. It includes the "Twang" and new "Jump" amp simulators.

Power Button - Toggles the effect on and off.

Drop-down - Use this drop-down to select between the available amp types: twang and jump.

Volume - This knob controls the volume output level of the amp simulator.

Drive - This knob controls the amount of extra gain on the amp simulator.

LoWS - This knob controls gain of low (bass) frequencies.

Mids - This knob controls the gain of mid-level frequencies.



HIGHS - This knob controls the gain of high (treble) frequencies.

Boost Button - This button (only available in the Jump amp sim) toggles Hi Gain mode on and off. The Volume is adjusted -9dB when activated to maintain relative volume while increasing the drive.

Presence - This knob (only available in the Jump amp) adjusts the presence of the effect.

SPEAKER CAB SIMULATOR

The Cab FX module is a configurable cabinet (speaker) simulation effect.

Power Button - Toggles the effect on and off.

Drop-down - Use this drop-down to select between the available cabinet types including the Rotator cabinet effect.

Volume - This knob controls the volume output level of the cabinet sim.

Air - This knob controls the amount of the "Air" in the cabinet effect, simulating distance between the virtual microphone and speaker cabinet.



Size - This knob controls size of cabinet effect, effectively the dimensions of the simulated speaker.

Fast Button - This button (available only with the Rotator cabinet type) toggles the rotation effect of the cabinet from slow to fast.



CONVOLUTION REVERB

The Reverb FX module allows users to load reverb impulses to simulated real-world spaces or effects.

Power Button - Toggles the effect on and off.

Custom Button - Turning this “On” bypasses the our built-in impulses so you can save presets with your own impulses in the Insert FX module through Kontakt’s Editor view.

FX Menu - This menu allows you to select one of our special effect convolutions. Selecting an impulse from this menu overrides and unloads any currently loaded impulse from the Spaces menu.

Rooms Menu - This menu allows you to select one of our real-world environmental convolutions. Selecting an impulse from this menu overrides and unloads any currently loaded impulse from the Effects menu.



Lo Pass - Sets the low frequency cut-off of the impulse response, allowing you to dull and darken the sound.

Hi Pass - Sets the high frequency cut-off of the impulse response, allowing you to remove rumble and low end.

Size - Sets the simulated room size of the convolution.

Delay - Sets the amount of pre-delay time before the wet signal is returned

Mix - This knob controls the amount of wet and dry output of the effect. Values left-of-center reduce the wet level, while values right-of-center keep wet levels the same but reduces the dry level.

DELAY

The Delay FX module is a configurable Delay effect.

Power Button - Toggles the effect on and off.

Rate - This knob controls the time between delays. Higher values mean a longer time between delays, creating a more pronounced echo.

Damping - This knob controls the damping of the delay effect, which attenuates and damps each successive echo.

Pan - This knob controls the amount of stereo panning of the delay effect.



Feedback - This knob controls the feedback of the delay effect. High values can cause an endless loop.

Mix - This knob controls the amount of wet and dry output of the effect. Values left-of-center reduce the wet level, while values right-of-center keep wet levels the same but reduces the dry level.



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THANK YOU

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info@soundiron.com

Thanks!

Mike, Gregg, Chris and Spencer



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AZTEC DEATH WHISTLE

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